

User's Guide



3D DINOSAUR ADVENTURE

ANNIVERSARY EDITION



COPYRIGHT. Under the copyright laws, neither the documentation nor the software may be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine readable form, in whole or part, without the prior written consent of Knowledge Adventure, Inc., except in the manner described in the documentation.

©1996 Knowledge Adventure, Inc. All Rights Reserved. The Knowledge Adventure logo and 3-D Dinosaur Adventure are registered trademarks and Knowledge Adventure is a trademark of Knowledge Adventure, Inc. All other product names referenced herein are registered trademarks or trademarks of their respective companies.

Table of Contents

Getting Started	2
What Do I Need?	2
Installing The Program	3
Starting The Program	4
Using 3-D Dinosaur Adventure	5
Exiting 3-D Dinosaur Adventure	17
Using The Art-A-Saurus Program	17
Visit Us On The World Wide Web	18
CD-ROM Storage And Handling	18
Software License Agreement	19

Getting Started

This section covers everything you need to know to set up and start 3-D Dinosaur Adventure on your computer.

What Do I Need?

Windows® 95/Windows® 3.1 or 3.11

- 486DX33 MHz PC or higher
- Double-speed CD-ROM Drive
- 8 MB RAM
- 5 MB available on hard drive
- SVGA 256-color graphics adapter
- MPC-compatible sound card
- Mouse

Macintosh®

- 68040 or PowerPC processor
- Double-speed CD-ROM Drive
- 8 MB RAM
- 4 MB available on hard drive
- 256-color graphics capability
- 13" or larger color monitor
- Macintosh System 7.1 or higher
- QuickTime 2.0 (included)
- Sound Manager 3.0 (included)

Installing The Program

Windows 95

3-D Dinosaur Adventure features the **AutoPlay** function available on Windows 95. Insert the 3-D Dinosaur Adventure CD-ROM into the CD-ROM drive and close the drive door. Click on **Install** when the dialog box appears and follow the prompts to complete the installation. If your CD-ROM drive does not support **AutoPlay**, follow these steps to install the 3-D Dinosaur Adventure and the Art-A-Saurus programs:

1. Click on **Start** and then move the cursor to **Settings**.
2. Click on **Control Panel**.
3. Double-click on **Add/Remove Programs**.
4. Click on **Install** and then on **Next**.
5. Follow the prompts to complete the installation.

Windows 3.1 or 3.11

1. Start Windows if it is not already running.
2. Insert the CD into your CD-ROM drive.
3. Click on **File** at the top of the **Program Manager** in Windows.
4. Choose **Run**.
5. Type **D:\setup.exe**, where **D** represents the letter of your CD-ROM drive and click on **OK**.
6. Follow the instructions on the screen.
7. The program will install needed files to your hard drive, create a Knowledge Adventure program group if it does not already exist, and place the **3-D Dinosaur Adventure** icon, the **3-D Dinosaur Adventure Help** icon, the **Art-A-Saurus** icon and the **Art-A-Saurus Help** icon within it.

Macintosh

No installation is required. However, the performance of *Art-A-Saurus* can be enhanced by dragging the *Art-A-Saurus HD Folder* from the CD to your hard drive. This requires 4 MB of hard drive space.

Starting The Program

Windows 95

This product uses the AutoPlay function of Windows 95. Just insert the CD-ROM in the CD-ROM drive and you will be prompted to start the 3-D Dinosaur Adventure program.

To load the Art-A-Saurus program, click on **Start**, then move the cursor to **Programs** and then to the Knowledge Adventure folder. Click on the **Art-A-Saurus** icon.

If your CD-ROM drive does not support AutoPlay, then use the procedure described above for both the 3-D Dinosaur Adventure and Art-A-Saurus programs.

Windows 3.1 or 3.11

1. Make sure the CD is in your computer's CD-ROM drive.
2. Close all running Windows applications.
3. Double-click on the **3-D Dinosaur Adventure** icon to run the 3-D Dinosaur Adventure.
4. Double-click on the **Art-A-Saurus** icon to run the Art-A-Saurus program.

Macintosh

To start 3-D Dinosaur Adventure or Art-A-Saurus from the CD-ROM:

1. Insert the CD into your CD-ROM drive according to the drive manufacturer's instructions.
2. Double-click on the **CD** icon to show the contents of the CD.
3. Double-click on the **3-D Dinosaur Adventure** icon to run the 3-D Dinosaur Adventure program.
4. Double-click on the **Art-A-Saurus** icon to run the Art-A-Saurus program.

To run the Art-A-Saurus program from the Hard Disk drive:

1. Double click on the **Art-A-Saurus** HD folder to show its contents.
2. To begin, simply double click on the **Art-A-Saurus** icon.

Using 3-D Dinosaur Adventure

There is no "right" way to play with 3-D Dinosaur Adventure. You decide when, where and how you want to travel from screen to screen. Just remember: You're on an adventure, so you may not always end up where you thought you were going!

To help you explore everything 3-D Dinosaur Adventure has to offer, here are a few things you need to know.

Keep Your 3-D Glasses Handy

When you are viewing three-dimensional images in 3-D Dinosaur Adventure, put on your 3-D glasses and make sure you are about two to five feet away from your computer monitor. It's OK to be closer than two feet, but the 3-D effect won't be as pronounced. Relax your eyes and blink a few times. At first, it may look as if you are seeing double, but as you relax your eyes, the double images will fuse together into a fully three-dimensional image. If everything

goes right, the 3-D image will begin to appear as if it is hovering outside of the monitor. Move your head from side to side and it may seem as if the image in the computer is moving or that you are seeing different views of the image.

Moving The Mouse

There are three different ways that moving your mouse makes things happen, depending on what part of 3-D Dinosaur Adventure you are currently using:

1. Most times, moving the mouse will move the arrow pointer around the screen, so you can point and click on buttons and other objects.
2. Sometimes, moving the mouse will cause an object on the screen to move back and forth or to rotate.
3. Other times, moving the mouse will let you move through rooms or down corridors.

Don't worry if the pointer suddenly disappears — this is normal when you are beginning a different 3-D Dinosaur Adventure activity or when you are using the mouse to rotate an object or move through a space.

If you want to click on an item but you do not see the pointer, simply click your **mouse** button and the pointer will reappear.

What If I Get Lost?

If you're not sure how you got to a certain place and would rather be somewhere else, look for the **3-D Dinosaur Adventure** logo and click on it to return to the Main Menu. If there is no pointer on the screen, clicking your **mouse** button will make the pointer reappear.

Main Menu

The Main Menu for 3-D Dinosaur Adventure appears after the charging Allosaurus movie and is, in fact, the entrance to the 3-D Dinosaur Theme

Park. You can go to any of the activities in 3-D Dinosaur Adventure using the Activity Buttons surrounding the gate to the 3-D Dinosaur Theme Park. You can fly through the theme park or you can choose to go directly to a specific activity. Before you decide what to do, you might like to move the pointer around the screen and read the Note Balloons.

Choose An Activity Button

To go to one of the 3-D Dinosaur Adventure activities, click on the **Activity** button of your choice. You will travel through time and space to arrive at the activity screen. If you want to get to the activity instantly, click on the **arrow on the lower frame of the Activity** button instead.

Take The 3-D Dinosaur Theme Park Tour

Each of the Activity Buttons will take you on a different tour of the 3-D Dinosaur Theme Park. If you want to see a handy map of the park or if you want more information on 3-D Dinosaur Adventure, click on the **Question Mark** in the lower left corner of the Main Menu screen.

The Dinosaur Encyclopedia

Click on the **Dinosaur Encyclopedia** button on the Main Menu to find almost everything you've ever wanted to know about the ancient world of dinosaurs.

On the upper right side of the reference screen is the Picture Window where you'll see photographs and movies of the largest and most fearsome creatures ever to exist. Below the Picture Window are the Control Buttons, which provide program options, and the Dataline, which tells you how big these animals were, and how long ago they lived. In the window on the lower left is the Text Window. Above the Text Window is the Globe, which shows where the animal has been found or the location of the event described in the Text

Window. The buttons at the top of the screen are the Category Buttons which let you tap a specific category of dinosaur information.

The Picture Window

When you go to a new entry in the reference screen, the Picture Window will display a still image or a movie. If there is a movie for the entry, the movie will begin playing automatically.

Move the pointer around in the Picture Window and read the Note Balloons to get more information about the picture shown. Click on a **Note Balloon** to visit a different entry on a related subject.

Expand the picture. Click on the **Magnifying** button below the Picture Window to get a full screen view of the image. Clicking while viewing the full-screen image will return the screen to its normal display.

The Text Window

Read all about it! Click on the **single up** and **down arrow** buttons below the Text Window to scroll the window so you can read all the text. The text will scroll as long as you hold down the **mouse** button, and will stop scrolling when you release the **mouse** button. To scroll quickly one page at a time, click on the **double arrow** buttons below the Text Window.

Expand the text. Click on the **Full Screen Text** button below the Text Window for a full-screen view of the text. All of the text features described above will continue to work in this mode. Clicking on the **Return to Reference Screen** button on the full text screen will return the screen to its normal display.

Look for more information. To go to the Dinosaur Encyclopedia Index, click on a **word in the Text Window** that interests you. The Text Window will change to display an index of words used in the Dinosaur Encyclopedia and the

screens in which they appear, with the word you chose (or a similar word) at the top of the window. From the Dinosaur Encyclopedia Index, you can:

1. Click on the **name of the screen you want to visit**.
2. Press **ESC** to return the Text Window to its previous display.
3. Click on the **single up** and **down arrow** buttons below the Text Window to move forward or backward in the Index one line at a time.
4. Click on the **double up** and **down arrow** buttons below the Text Window to scroll forward or backward in the Index, one page at a time.

Hint: To get to a specific word in the Dinosaur Encyclopedia Index as quickly as possible, just start typing the word!

The Dataline

The Dataline below the Picture Window shows either the year of the current screen (if the Timeline is active), the length of the dinosaur on the current screen (if the Lengthline is active), or the weight of the dinosaur on the current screen (if the Weightline is active).

Cycle through the Dataline. You can cycle through the three different Datalines (time, length, and weight) by clicking on the **button to the left of the Dataline below the Picture Window**.

Choose a screen by year, length, or weight. Click **anywhere on the Dataline** to visit the screen that is most closely related to the year you clicked on, or to visit the screen that shows a dinosaur of the length or weight you clicked on. If you want to move just one screen forward or backward chronologically or by length or weight, click once on the **right** or **left arrows** at either end of the Dataline. You can also click on the **Slider** and hold down the **mouse** button as you drag the slider to another part of the bar.

The Globe

Travel to a new location. Click **anywhere on the Globe** to visit the encyclopedia entry that is most closely related to that location. Everywhere there is a red dot you'll find exciting dinosaur information.

Spin the earth. To rotate the Globe, click on one of the **arrow** buttons surrounding the map window. If you hold down the button, the Globe will spin.

Zoom in and out. To move closer to or farther from the earth, click **anywhere on the Slider Bar below the Map Window**. Click on the **left** or **right arrows on the Slider Bar** to zoom in or out gradually. You can also click on the **Slider** and hold down the **mouse** button as you drag the slider to another part of the bar.

Expand the Globe. Click on the **Magnifying** button to the left of the Map Window Slider Bar to get a full screen view of the Map Window. All of the Map Window features described above will continue to work in this mode. Clicking on the **Magnifying** button on the full globe screen will return the screen to its normal display.

Category Buttons

Each of the seven buttons above the Picture Window stands for a different category of dinosaur-related knowledge:

- Earth
- Early Life
- Neighbors
- Carnivores
- Herbivores
- Family/Lifestyle
- Paleontology

Choose a topic by category. Click on any of these **Category** buttons to travel chronologically to entries that relate to that category. To see all the screens in a particular category, keep clicking on that button.

Control Buttons

The buttons below the Picture Window perform the functions described below:

Look it up. Click on the **A-Z** button to access the Dinosaur Index. You can then use the buttons below the Text Window to scroll the index to find what you need or you can look up a word by typing it with your keyboard. For more information on the Dinosaur Index, see the section on the Text Window.

Go back the way you came. Click on the **Retrace** button to travel to the screen you visited last. Each time you click on it, you'll travel back one more screen.

Watch and listen. Click on the **Narration/Video** button to play movies and narration. If an entry includes a movie, clicking on this button once will play the movie, then the narration. If an entry does not include a movie, clicking on this button will play the narration. If a movie or narration is already playing, click on the **Narration/Video** button to stop it.

Print the text. Click on the **Print** button to send the contents of the Text and Picture Window to your attached printer.

See it in 3-D. When a picture in the Picture Window is available in 3-D, the 3-D Button will display a pair of 3-D glasses. Put on your 3-D glasses and click on the **3-D** button to see a three-dimensional version of the image in the Picture Window. If you're looking at a 3-D image and want to go back to a 2-dimensional image, click again on the **3-D** button.

Return to the Main Menu. When you have finished looking through the Dinosaur Encyclopedia, click on the **3-D Dinosaur Adventure** logo to return to the Main Menu.

3-D Dinosaur Museum

Click on the **3-D Dinosaur Museum** button on the Main Menu to tour a museum filled with dinosaurs, all in eye-popping 3-D.

As you enter the museum, put on your 3-D glasses, then click on **one of the Tour** buttons. If you click on the **Guided Tour**, you'll be taken for a ride through each room of the museum. If you click on the **Self Tour**, you can use your **mouse** or the **arrow** keys to move through the rooms at your own pace. When you begin a Self Tour, the mouse arrow will disappear. To bring it back, click again on the **mouse** button.

The museum itself is composed of three exhibit rooms: the Dinosaur Gallery, the Tyrannosaurus Room and the Pteranodon Room. When you enter each of these rooms on the Self Tour, you can circle around the dinosaurs, move closer, or move back to see a larger view by moving your mouse or using the arrow keys. To get out of a room, move your **mouse** backward or press the **down arrow** key and you will soon back out of the door.

Also inside the museum is the 3-D Movie Theater. On the Guided Tour, you'll automatically be shown the current feature. On the Self Tour, keep moving into the room until the movie screen fills up your computer screen. Then, when the **Mouse** icon appears on the screen, click your **mouse** to start the movie.

Click on the **3-D Dinosaur Adventure** logo to return to the Main Menu.

Dinosaur Movies

Click on the **Dinosaur Movie** button on the Main Menu to see dinosaurs in full-action and full-sound.

Once you have taken your seat in the theater, you'll be presented with a full-screen menu of movie clips. Click on the **clip from the movie you'd like to see**. To stop a movie before it is finished, click your **mouse** button and you will be returned to the Movie Menu. When you have finished with this activity, click on the **3-D Dinosaur Adventure** logo at the bottom of the Movie Menu to return to the Main Menu.

Photo Safari

Click on the **Photo Safari** button on the Main Menu to test what you know about dinosaurs.

When you begin this game, a narrator will describe a dinosaur or other prehistoric animal, then he will ask you to select this animal from four displayed on the screen. Click on the **picture you think matches the description** and the animal itself will tell you if you're right. For each reptile you identify correctly, you'll receive one point. If you complete the game by identifying all the dinosaurs, you'll be automatically returned to the Main Menu. You can also click on the **3-D Dinosaur Adventure** logo at any time to return to the Main Menu.

Name-A-Saurus

Click on the **Name-A-Saurus** button on the Main Menu to test your knowledge of dinosaur names.

When you begin this game, the name of a dinosaur will appear on the top of the screen and a narrator will ask you to find it on the screen. The object of this game is to match the name of each prehistoric animal with its picture. Click on the **picture of that animal on the screen**, and the narrator will let you know if you are correct. You can click on the **name at the top of the screen** if you want to hear it read again.

There are two levels of dinosaurs to identify, and when you identify all of them correctly, you'll be returned to the Main Menu automatically. You can also click on the **3-D Dinosaur Adventure** logo to return to the Main Menu at any time.

Who Am I?

Click on the **"Who Am I?"** button on the Main Menu to see if you can recognize the parts of different prehistoric reptiles.

When you begin this game, a piece of a dinosaur will appear close-up in the window in the middle of the screen and a narrator will ask you to identify the dinosaur. What animal is it? Click on **one of the small black-and-white illustrations at the sides of the screen** that you think shows the same animal. If you are correct, the small picture will become a full-color illustration and the dinosaur will tell you something about itself. If you are not right, the dinosaur you chose will tell you so. There are two levels of dinosaurs to identify, and after you identify them all, you'll be returned to the Main Menu automatically. You can also click on the **3-D Dinosaur Adventure** logo to return to the Main Menu at any time.

Dinosaur Storybook

Click on the **Dinosaur Storybook** button on the Main Menu to hear a short story of the age of the dinosaurs.

When you enter the storybook, the narration will begin automatically. Words are highlighted as they're read. Click on the **red triangle to the left of the text** to re-read the text. Click on **individual words** to re-read them. Click on **animals** to hear their names. Click on the **right-facing Stegosaurus at the bottom of the screen** to go to the next page. Click on the **left-facing Stegosaurus** to go back a page. Click on the **3-D Dinosaur Adventure** logo to return to the Main Menu at any time.

Create-A-Saurus

Click on the **Create-A-Saurus** button on the Main Menu to dress up dinosaurs in funny skins.

As you enter Create-A-Saurus, put on your 3-D glasses, and a wire-frame dinosaur in 3-D will appear in the center of screen. If you click on the **3-D** icon on the left edge of the screen, you can take your glasses off and see the dinosaur in 2-D. Click on the **3-D** icon again to see the dinosaur in 3-D.

Click on **one of the patterns along the top of the screen** to change its skin. Click on **one of the dinosaurs along the bottom of the screen** when you're ready to decorate a different dinosaur. Each time you make a change, the dinosaur will tell you what it thinks about your taste. Click on the **talking dinosaur at the left edge of the screen** if you want to replay what it says.

If you want to see **your dinosaur** from all sides, click on it. The mouse arrow will disappear, and you will be able to rotate the dinosaur by moving your mouse left and right or by using the **arrow** keys. Click the **mouse** again to make the pointer reappear.

When you have finished playing, click on the **3-D Dinosaur Adventure** logo to return to the Main Menu.

Save the Dinosaurs!

Click on the **"Save the Dinosaurs!"** button on the Main Menu to travel back in time and rescue dinosaurs from certain extinction.

The object of this game is to save as many dinosaurs as possible before a comet hits prehistoric earth. When you begin, you'll be deposited in the dinosaur lab. A dinosaur guide will explain that a time tunnel has been discovered leading back to the age of the dinosaurs and the timer in the middle of the screen shows you how much time you have before a comet will hit the earth. The dinosaur guide will then tell you which dinosaur to save, and it's up to you to find it!

First, you'll need to know when your dinosaur lived in order to select the correct time tunnel: the Jurassic, Cretaceous or Triassic tunnel. Move your **mouse** or use the **arrow** keys to move around the lab. To go into one of the tunnels, move near the door and wait for it to open. When it does, use your **mouse** or the **arrow** keys to move into the tunnel and back in time. In each

of the time tunnels, you'll find Hint Buttons. Click your **mouse** so the arrow reappears, then click on a **Hint** button if you need more help along the way.

At the end of each tunnel, you'll reach another door. Move near the door and wait for it to open. When it does, you'll enter the age of the dinosaurs in either the Jurassic, Cretaceous or Triassic period. When you find the dinosaur you were sent back to capture, click your **mouse** so the arrow reappears, then click on the **dinosaur**. If you are correct, the dinosaur will be sucked back through time and deposited in one of the specimen jars on the bottom of the screen. Then you will be returned to the dinosaur laboratory and given a new assignment. If you are not correct, you will find out from the dinosaur you have tried to capture.

Traveling Hints. You will find that moving around in this game is different from the rest of 3-D Dinosaur Adventure. You are free to move anywhere instead of following a path. Use your mouse to navigate down hallways and around corners in this game. This takes a little practice. Don't be afraid to push the mouse hard so you'll go far. Push the mouse diagonally (to the left or right) to change directions.

If you prefer, you can use the arrow keys to move through the tunnels and rooms. Press the **up arrow** key to move forward, press the **down arrow** key to move backward, press the **left arrow** key to spin left, press the **right arrow** key to spin right. If you press the **space bar** and the **left** or **right arrow** key at the same time, you'll move sideways left or right. Once you are moving in the proper direction, press **S** to go faster.

In the time tunnels, you might encounter giant insects. If you try to move by them, you might lose time. However, you can make the insects disappear. First, click your **mouse** to make the pointer appear. Then click on the **insect**.

To leave the game, click the **mouse** to make the arrow appear, then click on the **Exit Sign** located on the left side of the screen.

Exiting 3-D Dinosaur Adventure

Click on the **Stop Sign** on the Main Menu to leave 3-D Dinosaur Adventure or press **Alt-F4** for Windows or **⌘Q** for the Macintosh from anywhere in the program.

Using The Art-A-Saurus Program

To start the Art-A-Saurus program, be sure to follow the instructions on pages 4 and 5. But, be sure to exit 3-D Dinosaur Adventure first.

Create your own paintings of dinosaurs to hang in the Dinosaur Art Gallery! Knowledge Adventure Dinosaurs have all the latest drawing tools, animated stickers, even glowing paint! Utilize the various backgrounds and stickers to devise creative works of art! Save your favorite pictures to show your friends by hanging them in the gallery!

1. Click on an **empty frame** to begin a new painting.
2. To finish a **painting** you began earlier, just click on it.
3. If you've filled up the gallery, click on any **painting** and erase it.

When You're Up Close To The Canvas, You Can:

1. Choose any **tool** by clicking on it.
2. Choose **colors** from the bottom of the frame.
3. Click on the **Background** button and add your own artistic flair.
4. Click on the **Sticker** button to add stickers to your painting. Some of them even animate! Just select an animated sticker from the sticker menu, hold down the **mouse** button while you drag the sticker around your painting, then release the button and watch it move!
5. Add sound or music to your artwork by clicking the **Sound** button.
6. Click on the **New** button to start over with a fresh canvas.
7. Print your work by clicking on the **Print** button.

8. Save your picture and hang it in the gallery by clicking on the **Gallery** or **Exit** buttons. You can save up to 12 pictures!
9. Click on the **Exit** button to leave the Art-A-Saurus program or press **Alt-F4** for Windows or **⌘Q** for the Macintosh from anywhere in the program.

Visit Us On The World Wide Web

KIDS! Point your web browser to <http://www.adventure.com> to play interactive games, download cool graphics and see exciting sneak previews of upcoming Knowledge Adventure products.

PARENTS! Use the Knowledge Adventure home page as your starting place to locate the most up-to-date information on finding, buying and using educational software and on-line educational resources.

CD-ROM Storage And Handling

In storing and handling this CD-ROM disc, you should use the same care as you do with music CDs. If this CD-ROM disc stops working, check to see if it is soiled by fingerprints, dust or dirt. If so, it can be wiped clean. Always wipe the non-printed side in a straight line, from the center to the edge with a clean, lint-free, soft, dry cloth. **No solvent or abrasive cleaner should ever be used on any CD-ROM.** No further cleaning will be necessary if the CD-ROM is always held by the edges and is replaced in its "jewel case" immediately after playing.

Follow these tips and your CD-ROM will provide a lifetime of creativity, learning and fun.

Software License Agreement

Notice to User: It is important that you read this document before using the enclosed software (the "Software"). By using the Software, you agree to be bound by the terms of this Agreement. This is a legal document between you (the "User") and Knowledge Adventure ("KA").

Software License

License Grant. KA grants User a non-exclusive, non-transferable, limited license to use the Software with compatible equipment.

Copying. This software is licensed for use on a single computer in a single location. Any copying of the Software is prohibited.

Other Restrictions. User may not loan, lease, distribute or transfer the Software or copies thereof, nor reverse engineer or otherwise attempt to discern the source code of the Software.

Title. Title to the Software is not transferred to User. Ownership of the enclosed copy of the Software and of copies made by User is vested in KA, subject to the rights granted to User in this Agreement.

Limited Warranty

Limited Warranty. KA warrants that the medium upon which the Software is provided by KA to User shall be free from defects in material and workmanship under normal use for a period of 90 days from the date of User's receipt thereof.

Disclaimer. EXCEPT AS EXPRESSLY STATED HEREIN, THE SOFTWARE IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF PERFORMANCE OR MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. USER BEARS ALL RISK RELATING TO QUALITY AND PERFORMANCE OF THE SOFTWARE. The performance of the Software varies with various manufacturers' equipment with which it is used. KA does not warrant that the Software or the functions contained in the Software will meet User's requirements, operate without interruption or be error free.

Limitation of Liability. User's exclusive remedy for breach by KA of its limited warranty shall be replacement of any defective medium upon its return to KA within the warranty period, or if KA is unable to provide a replacement which is free of defect, refund of the license fee paid by User with respect to such medium. In no event will

KA be liable for any lost profits or other damages, including direct, indirect, incidental, special, consequential or any other type of damages, arising out of this Agreement or the use of the Software licensed thereunder, even if KA has been advised of prior possibility of such damages.

General Provisions

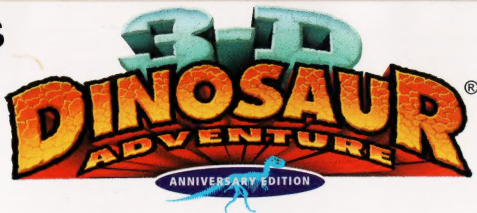
Term and Limitation. User may terminate this Agreement by ceasing all use of the Software and destroying all copies thereof. KA may terminate this Agreement if User commits a material breach hereof. Upon any termination of this Agreement, User shall cease all use of the Software, destroy all copies thereof then in its possession and take such other actions as KA may reasonably request to ensure that no copies of the Software remain in its possession.

Effect of Agreement. This Agreement embodies the entire understanding between the parties with respect to, and supersedes any prior understanding or agreement, oral or written, relating to, the Software.

Governing Law. This Agreement shall be governed by and construed under the laws of the State of California.

General Provisions. Neither this Agreement nor any part or portion hereof shall be assigned, sublicensed or otherwise transferred by User. Should any provision of this Agreement be held to be void, invalid, unenforceable or illegal by a court, the validity and enforceability of the other provisions shall not be affected thereby. Failure of a party to enforce any provision of this Agreement shall not constitute or be construed as a waiver of such provision or of the right to enforce such provision.

**Remove this
User's Guide
to play!**



Where To Get Help

In addition to this printed User's Guide, this program contains a complete User's Guide on the CD-ROM disc.

To access the User's Guide: Click on the **3-D Dinosaur Adventure** or **Art-A-Saurus Help** icons.

The User's Guide should answer your questions about this program. If you do not find the answer to your question in the User's Guide, please contact us at the numbers below.

Before calling Knowledge Adventure, please be seated at your computer.

You can talk to us by phone, fax, or mail:

**Phone: (818) 246-4400 Fax: (818) 246-5604 Phone orders: (800) 542-4240
Bulletin Board System: (818) 246-4830 (1,200-14,400 BPS,N,8,1)**

For Technical Support or Product Information via the Internet, visit our web site.

To send us E-mail go to the Technical Support area on our web site:

World Wide Web: <http://www.adventure.com>

Technical Support and Automated Help: (818) 246-4811

Help is available through our automated line 24 hours a day, seven days a week.

Mail: Knowledge Adventure, Inc., 1311 Grand Central Ave., Glendale, CA 91201



**KNOWLEDGE
ADVENTURE**